

# CYBERIA™

In a future where global terrorists rule and mankind lives on the brink of destruction, the ultimate doomsday device has just been discovered beneath the frozen wasteland of northern Russia. Code-Named Cyberia, it was designed in an era of long forgotten peace by the most brilliant minds in nano and cybernetic technology. In an ancient world of hope, it was to be the ultimate protector of a new order.

In the year 2027, it stands as the instrument of humanity's destruction.



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SEGA™



SEGA SATURN™

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Interplay™



A Haunting  
3D Challenge

Based on the Hit Movie



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



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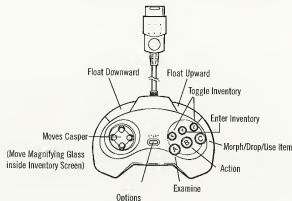
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# CONTROLS



**A:** When you spot something interesting in the game, such as an item or a painting frame, press A while Casper is standing (or is that floating?) next to it to find out more about it.

**B:** Action -- for use when Casper finds something interesting that he can't place in his inventory (ie. a switch or a door) and you'd like to see what it does. By pressing the B button, you can activate switches, search for hidden objects, open doors, or push/pull/use objects.



**C:** Allows Casper to morph into the selected form, as represented by an icon you've found and placed in your inventory; you'll need to assume various shapes and forms to solve some of the puzzles in Whipstaff Manor. C also lets you drop objects that you no longer want or need; in addition, when you find a color-coded key, you can take it to the same-colored door and press C to use the key to unlock that door.

**Y:** Opens the Inventory Screen, where all of the items and morph icons you've gathered are stored. Once you've opened the inventory:

Directional arrows: Scroll through the inventory with a magnifying-glass pointer

**A:** Examine item currently indicated by the magnifying glass

**C:** View blueprint of the Lazarus Machine -- you'll be gathering pieces of this machine in later stages of the game!


**START:** Enter Options Menu

**L:** Make Casper float lower

**R:** Make Casper float higher



Interplay



Buccaneers  
and  
buried gold.  
Whipstaff  
doth a treasure  
hold.



Welcome to Whipstaff Manor, where spectres haunt the halls and humans are most definitely NOT wanted. For more than a century the ghostly inhabitants have done a fine job of scaring away 'Fleshies,' keeping Whipstaff to themselves just the way they like it: dusty, cobwebbed, and deserted.

All that, however, is about to change. Whipstaff has changed hands; the stately old mansion now belongs to ill-tempered heiress Carrigan Crittenden. According to the deed, 'Buccaneers and buried gold, Whipstaff doth a treasure hold.' Carrigan is determined to get her hands on that treasure, and what Carrigan wants, Carrigan gets.

Unfortunately for her, she's not the only spoiled brat at Whipstaff - what the GHOSTS want, the ghosts GET! They want Whipstaff to themselves, and unlike the manor's new Fleshie owner, they've been getting their way for over a hundred years!

Thwarted from her gold-hunting and driven out of the mansion by the spectral antics, a disgruntled Carrigan seeks an expert and finds one: psychiatrist Dr. James Harvey, possibly the only 'therapist to the dead' in the world. He moves into the mansion with his twelve-year-old daughter Kat, prepared to deal with the ghosts on their own obnoxious terms...

You play Casper, youngest of the Whipstaff ghosts. The other three are your odious uncles, Stretch, Stinkie, and Fatso, who love nothing better than to scare the heck out of any Fleshie who dares set foot inside their haunted mansion. However, as far as you're concerned, the afterlife is the worst. You're bored and lonely, and you just don't enjoy frightening people.

You want a friend.

*Interplay*

## GAME SPECS

Casper is an adventure game in which you explore the halls and rooms of Whipstaff Manor as Casper the Friendly Ghost. By using the control pad (see CONTROLS on page 2) you can move Casper around, pick up, carry, and use objects, solve puzzles, reassemble torn paintings to obtain secret items, and morph into a wild variety of shapes and forms.

Unlike in many other games in which you only have a certain amount of time or "lives," Casper cannot die (again) and there is no time limit, so you can experiment and snoop to your heart's content. However, if you should fail to solve a puzzle and lose all your Morph Points (ie. if one of your interfering uncles thinks it would be funny to imitate an undertaker and whack you with a shovel) you'll be sent back to the beginning of the game, at the mansion's front hall. Don't worry - opened doors stay open and solved puzzles stay solved.

Your first goal as Casper is to search the manor for tokens of friendship to give to the Harveys. It's up to you to choose the right gifts and good deeds to gain their trust, because with your uncles AND Carrigan standing in your way, you need a friend more than ever. In other words, you're probably going to need Kat's help for the next stage of the game...



## CHARACTERS

### Casper

Our hero, the character you guide through the game with the control pad - a cheerful, happy-go-lucky young ghost who wants nothing more than to be accepted. You'll guide him through Whipstaff Manor on his quest for friendship and a second chance at life.



### Stretch

Ringleader of the Ghostly Trio, Casper's three Fleshie-hating uncles. An arrogant, no-nonsense, mischievous bully who likes Whipstaff the way it's supposed to be: uninhabited.



### Stinkie

Short, nasty, and able to contort his face and body in the wildest of ways, he's definitely the meanest of the Trio...but he always does what Stretch tells him to do.



### Fatso

The ghost with the most. What more can we say? Compulsive, selfish, and jolly in his own way, he loves a good joke - even at his own expense - and a good meal.



*Interplay*

## Kathleen "Kat" Harvey

Daughter of the psychiatrist sent to figure out the haunted goings-on at Whipstaff. If you can convince her that Casper is a friendly ghost, she may prove to be a useful ally...and a true friend.



## Dr. James Harvey

The world's only "therapist to the dead," Dr. Harvey was a normal psychiatrist until the untimely death of his wife Amelia. He'll need every scrap of his famed patience and compassion to put up with the Ghostly Trio!



## Carrigan Crittenden

The spoiled, grasping inheritor of Whipstaff Manor. She thinks there's treasure hidden somewhere within those ancient walls, and she'll stop at nothing to get it.



## MORPHING

There are lots of things for Casper to do, but sometimes being just plain ol' Casper won't do the trick. To accomplish his mission, he must learn how to "morph" - to change his ghostly shape! As you search through the the mansion you will find a number of Morph Icons, which are little pictures of new shapes and forms Casper can then change into, if you like. Some of the different shapes Casper can assume (if you find the appropriate Morph Icons) are:



### MEGA-CASPER

Transforms Casper into a 20-ft version of himself



### HAMMER

Turns Casper into a hammer



### WHIRLWIND

Turns Casper into a little tornado



### FAN

Turns Casper into a fan



### LIGHTBULB

Turns Casper into a lightbulb



### SAW

Turns Casper into a buzzsaw



### SCREWDRIVER

Turns Casper into a screwdriver



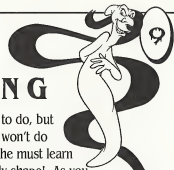
### BOUNCY

Turns Casper into a rubber ball



### SMOKE

Turns Casper into a puff of mist



*Interplay*



To select and use a morph you've picked up, press Y to enter your inventory and use the directional buttons to move the magnifying glass to the one you want to use. When you're sure you've selected the right morph for the job and that you have enough Morph Points to pull it off, press C. You may also cycle through the items in your inventory using the X & Z buttons without interrupting game play. Search the manor carefully - you might even find secret Morphs!

However, each morph costs a certain amount of Morph Points to maintain. You can store up Morph Points slowly by simply letting them build up, but it's much quicker to look for some munchies to build up energy - Casper may not need to eat, but a good healthy snack does increase his collection of Morph Points. When you bump Casper into a food item, it is automatically 'eaten' and its Morph Points are added to your point total. Here's a list of the different types of food you can collect:



**Glass of milk**  
+20 Morph Points



**Carrot**  
+25 Morph Points



**Tuna sandwich**  
+5 Morph Points



**Broccoli**  
+50 Morph Points



**Banana**  
+10 Morph Points



**Apple**  
+10 Morph Points



## ITEMS/ACTIONS

You can pick up a number of interesting (and quite possibly useful) objects scattered around the house. Non-food items are automatically added to your inventory when Casper bumps into them. To select and use an item you've already collected, press Y to enter your inventory, then use the directional buttons to move the magnifying glass to indicate the item you want to use.

You'll want to keep your eyes open for keys. There are two different kinds: iron keys which unlock doors, and brass keys to unlock chests. Keys are stored in your inventory and can only be used once, because they're so old that they break and crumble in the lock the first time they're used.

You should also be on the lookout for scraps of paintings; an empty picture frame means that the painting which used to be there has been cut into four pieces and hidden somewhere in Whipstaff Manor. To put a piece back into the frame, float up to the frame, select the fragment from your inventory, and press C. If you can locate all four matching pieces and reassemble them within the frame, you will be rewarded with a prize!

Fools' Gold Coins can be used to lure Carrigan off of your trail. To distract the greedy heiress, select a coin in your inventory and press C to toss it.

If you find a bucket, you can fill it with water by locating a sink with a faucet. Stand next to the sink, select the bucket from your inventory, and press C to fill it to the brim. To dump the water out, select the bucket again and press C. Now, how can you use a bucket full of water...?

## EXPLORING

- Doors:** Locked doors can be opened with iron keys.
- Chests:** Fastened chests can be unlocked with brass keys.
- Furniture:** Some light pieces, like barrels and chairs, can be moved. Stand Casper in front of the item of furniture and press B to give it a try. Some furniture cannot be shifted at all, and some might be moveable if Casper was a little stronger. Hmmm...
- Fireplaces:** You never know where a chimney will lead...but before you can check out the inside of a fireplace you'll have to put out the fire first.
- Sinks:** You can carry water away from here by choosing the bucket from your inventory and pressing C to fill it.
- Switches:** There are three different kinds of switches and buttons in the game:

• light switch • weight switch • lever

Multiple switches can usually be operated by flipping them in a certain on/off pattern. For example, if you find three switches in front of you, perhaps turning the first one on, the second one on, and the third one off may trigger open a secret passage or a hidden compartment! You'll have to be clever - Whipstaff Manor is full of secrets and surprises, and sometimes a key combination might be as innocent as a set of lamps or a chest of drawers...



## The Following Gives Away the First Major Puzzle of the Game.

DON'T READ ANY FURTHER UNLESS YOU'RE SURE YOU WANT OUR HELP!

Select New Game and wait for Casper to say what he has to say. When the 'Loading' screen flicks off, you'll find yourself, as Casper, floating in the middle of the Main Hall, over a floor patterned like a spiral. There's some broccoli below you - using the directional pad, move Casper down to grab both pieces for a quick boost to your morph energy reserves.

Okay. Move up a bit, towards the top of the screen. See that empty picture frame? Your first goal is to find all four missing pieces and bring 'em back. Head to your left, through the archway and past the fireplace. Pick up the iron door key you see there and head up through the door the key was lying in front of - press B to unlock and open it. Head straight up; to your right is a door that you can't open without another key. Go left instead and push B when you're floating before the lever you'll find there. Forget the door - this makes the whole wall slide open! In the secret room behind that wall is a brass key (good for opening chests) and the first puzzle piece. You're one-fourth of the way there!

A suit of armor, hmm? Isn't there always something weird about suits of armor in haunted houses?

Get over there and press A to examine it. Ah hah! A loose spear!



*Interplay*



Press B to pull on the spear and release the door above you.

(Note: if you ever have trouble reaching something to activate it, fiddle around with your altitude buttons – the ones on the front of your controller, where your index fingers are – to hit the right angle.)



Go up to that secret room to pick up another key and a sandwich. Now, head back down to that switch which opened up the wall. This time go right to that door you couldn't open before – you've got that iron key now, remember? Press B to get through that door. There's a chest in the next room up! Position Casper before the chest and press B to use it to open the chest...

...And jump back quick, because Fatso's lurking in there! If you can dodge out of his reach fast enough, he'll give up and go away, leaving the puzzle piece free and clear for you to pick up. Two down, two to go.

Next, go back down to the fireplace, to the far left door – not the one you already went through, the next door over. Yes, that's the one. This archway leads to the Kitchen: Fatso's lair. Whoops! If you don't get back out of there quick, he'll kick your phantasmagorical butt! You cannot, repeat, CANNOT beat him at this stage in the game. That'll teach you to get too blindly dependent on a walkthrough...

Right. Back to the Main Hall you go, nursing your wounded ego. At the upper side of the screen are two archways on either side of the empty picture frame – head through the left one.



Go on. What, don't you trust us anymore...?

Good. That's the spirit – pun intended. Up that way you'll hit another door; in the room up beyond it you can gather up two more keys. (See? That didn't hurt.) On the wall to your left is an in/out button; adjust your altitude until you can push that button by pressing B. Another in/out button will appear in the wall to your right. Do the same there.

Right! Now, back down to the Main Hall (getting tired of that spiral yet?) and go up through the OTHER archway by the picture frame, the one to the right.

There's another chest there – you've got a brass key so press B. You should be getting the hang of this by now. If you are, then you should know enough to jerk back when the chest opens up, because once Fatso's got what he thinks is a good idea in his head, he doesn't let it go!

An iron weight? What kind of prize is that? Believe it or not, it's a good one. Hang onto it and trust us.

To the right of the chest is a lever; press B to pull it and open a door to the right. Go up through that door, fish out a brass key, and press B to open this chest. Guess what? Yep, Fatso again. He's repulsive but oh-so-predictable, luckily for you. Pick up the puzzle piece – that's three! – and gather up any keys and sandwiches in the area before wandering back down to (surprise!) the Main Hall.

There's really only one more place to check out. You wanna bet the fourth and final puzzle piece is there? Go left again from the Main Hall to the fireplace and go through the fireplace.



Heh heh heh -- gotcha again! No, you have to pass through the first door, the one right NEXT to the fireplace. Head up to your right again and stop at the door you opened a while back. Hmm...we could be wrong, but it sure looks like you're supposed to step on the sparkly floor grate there. But you're a ghost. You're insubstantial. How do you get the darn thing to respond?

The iron weight! Yes! We TOLD you there was a reason for lugging that clunky piece of metal around! Get it out of your inventory and press C to drop it onto the grate. Go to page (3) if you don't know how to use your inventory. We don't have time for a refresher course right now. Go ahead -- we'll be right here when you get back...

All set? Great. Dropping the weight on that glittery floor trigger will reveal a hidden puzzle piece to your right. Grab it and hustle back to the Main Hall.

You've got all four pieces. What now?

Well, duh. To put puzzle pieces into the picture frame, first select them from your inventory. Then, while Casper is floating in front of the frame, press C to set them into place. Once all four scraps are back where they belong, your reward will materialize just below Casper. We'll let you figure out what it is and what to do with it. From here on out you're on your own...and it's such a big, dark, spooky house full of ghosts and spiderwebs and shadows...

Go on, get moving. You can do it. We'll be waiting for you out on the front porch.



## CREDITS

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Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!

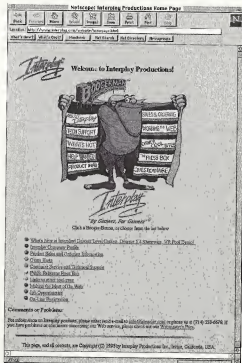
Brian Fargo

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If you have a modem, you can reach us at the following:

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